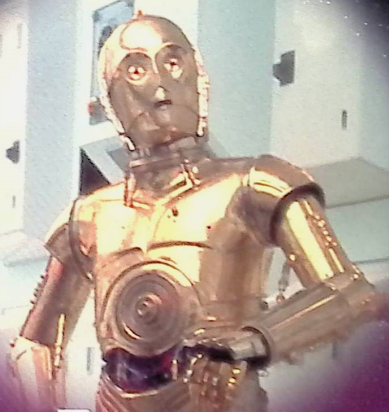


#19

# STAR WARS®

## MISSIONS



### BOUNTY ON BONADAN

RYDER WINDHAM





# STAR WARS<sup>®</sup>

## MISSIONS

#19

### BOUNTY ON BONADAN

**RYDER WINDHAM**

**SCHOLASTIC INC.**

New York Toronto London Auckland Sydney  
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**BOUNTY ON  
BONADAN**



BOULEY ON  
BONADAY

## INTRODUCTION

While investigating a mysterious, abandoned planet in the Unknown Regions, the Rebel Alliance learned the Empire had captured a large Corellian freighter on Space Station Kwenn. Racing into action, Luke Skywalker and his friends traveled to retrieve the vessel.

The Imperial squad took over the Corellian freighter as part of a covert plan. Supervised by Darth Vader, the plan called for a non-Imperial transport to travel to the planet Bonadan, an industrial factory world in the Corporate Sector.

The Imperial squad imprisoned the Corellian freighter's captain and crew, then prepared for the journey to Bonadan. On Bonadan, the Empire hoped to acquire materials for a new weapon. Because the Empire could not officially journey into the Corporate Sector, Darth Vader had ordered the Imperial squad to disguise themselves in ordinary work clothes.

A Rogue Squadron pilot rescued the freighter's imprisoned crew and prevented the disguised Imperials from taking the captured ship to the factory world. After checking the freighter's nav computer, the Rebels discovered that the planet Bonadan was the Empire's destination. Hoping to learn more about the Empire's covert mission to the Corporate Sector, Han Solo suggested that the Rebels should impersonate the disguised Imperial crew and complete the trip to Bonadan.

Meanwhile, on the Imperial planet Coruscant, Emperor Palpatine decided Captain Mordak should oversee the con-



struction of the new Imperial weapon. Under the Emperor's command, Darth Vader promoted Captain Mordak to the rank of General.

Receiving his instructions from Vader, General Mordak traveled with Communications Officer Tix to Bonadan. Expecting to rendezvous with the captured Corellian freighter on the factory world, Mordak was unaware that the freighter's Imperial crew had been replaced by the heroes of the Rebel Alliance.

**PRELIMINARY  
MISSION**

PRELIMINARY  
MISSION

## CHAPTER ONE

Princess Leia Organa was on the command deck of Captain Kar Lamoran's Corellian Action VI transport freighter, thundering through hyperspace to the Corporate Sector. Han Solo and Kar Lamoran sat at the freighter's controls.

Back on Space Station Kwenn, Lamoran had insisted on joining the Rebels to Bonadan. Her crew had remained behind, helping the pilots of Rogue Squadron repair their X-wing starfighters. The Rebels welcomed Kar Lamoran's offer to help them complete the mission to the Corporate Sector.

"I sure wish we knew what was waiting for us on Bonadan," Leia muttered.

"What's the matter, your princessness?" Solo taunted. "Don't you like surprises? Since Bonadan is a factory world, the Empire's probably just getting supplies or building materials."

"Then why all the secrecy?" Kar Lamoran asked. "Why would the Empire try to steal my freighter and replace my crew with Imperial goons? Seems like more than a supply run to me!"

"I agree, Kar," Leia said.

"This whole mission is getting pretty confusing," Solo muttered. "We're impersonating *Imperials* who were trying to impersonate an *ordinary freighter crew*! If going to Bonadan hadn't been *my* idea, I wouldn't know *what* we were doing!"

"You said you've been to Bonadan before, Solo?" Kar inquired.

"Yup," Solo replied. "Chewie and me, we spent a bunch of time in the Corporate Sector. We even made smuggling runs for the Corporate Sector Authority! If it weren't for the lousy Espos, we might have stayed."

"Espos?" Leia asked, unfamiliar with the word.

"Espos is the slang term for the Authority's security police," Kar Lamoran informed her. "They're the biggest bullies in the galaxy. From my experience, they're even worse than stormtroopers!"

"Getting around on Bonadan won't be easy," Solo added. "For one thing, weapons are banned. The Corporate Sector Authority's Espos are the only people allowed to carry them. Anyone else gets thrown into prison . . . or worse."

"Does Bonadan have any good points?" Leia asked.

"Sure, if you like seedy bars." Solo grinned. "There was a place called the Landing Zone that served decent flame-outs and —"

A yellow light flashed on the command console, interrupting Solo's recollection. "We're coming up on the Bonadan system," Solo observed. "We'll exit hyperspace in just a few minutes."

"I'll go tell Luke, Chewbacca, and the droids to brace themselves," Leia said. Leaving the bridge, she stepped into a lift tube that carried her to the main hold.

Before the Rebels had left Space Station Kwenn, Chewbacca the Wookiee had docked the *Millennium Falcon* within the main hold of Lamoran's large freighter. This allowed Chewbacca to make some external repairs during the journey to Bonadan.



"Better put down your hydrospanner and buckle up, Chewbacca," Leia warned when she got to the hold. "We're almost at Bonadan." The Wookiee answered Leia with a friendly growl as he put his tools aside.

A humming sound caught Leia's attention. Looking to the far side of the main hold, she spotted Luke Skywalker with his lightsaber drawn. As Luke turned, Leia saw he was wearing a helmet, his face covered by a lowered blast shield. The hovering droid Q-7N bobbed up and down in the air around Luke. The droids See-Threepio and Artoo-Detoo stood nearby, watching as Q-7N kept his distance from Luke's glowing lightsaber. Suddenly, Q-7N squeezed off three rapid blasts from his laser at Luke. In Luke's hands, the lightsaber became a deadly blur, blocking the fired blasts before they could strike him.

"Be careful, Luke," Leia yelled. Luke switched off his lightsaber and flipped back his helmet's blast shield. At Leia's remark, Q-7N dropped down toward the floor, resting in the air behind Threepio's left foot.

"Don't hide behind *me*, you flying ball of trouble," Threepio scolded. "I knew this was a bad idea. Let Artoo protect you!" The astromech beeped in protest.

Luke Skywalker laughed. "Sorry, Leia. Q-7N was just helping me test my skill with the Force! Obi-Wan Kenobi taught me how to —"

"Just be careful," Leia interrupted.

Luke nodded.

"Okay then," Leia said, taking Luke by the arm. "We'd better get belted in. We'll be leaving hyperspace any moment."

## CHAPTER TWO

After leaving the planet Coruscant in a Lambda shuttle, the newly promoted General Mordak and Communications Officer Tix flew through hyperspace to the Corporate Sector. On their way, Mordak and Tix reviewed Darth Vader's recorded instructions for their secret mission.

Because weapons were not allowed on Bonadan, the two officers would have to leave their blaster pistols with the Lambda pilots. Mordak and Tix would also have to disguise themselves as traders. An unidentified Imperial agent would meet them in front of Docking Bay 317 at Spaceport Southeast II. They would wait there for the arrival of the Corellian freighter, piloted by a covert Imperial crew. After the freighter arrived, Mordak would contact Vader for further instructions.

To contact Vader, Mordak carried an expensively modified Tramora VDV-100 holo communicator in his backpack. The device would allow Mordak to access the Holonet and instantly communicate with Darth Vader.

Arriving at Bonadan, the Lambda's crew piloted the shuttle down through its dense atmosphere. Countless factories covered the planet. The rare areas of land not covered by an industrial complex were barren stretches, ravaged by dredging and mining operations.

All of Bonadan's plant life had long ago ceased to exist, smothered by the toxic haze that filled the yellow skies. It did not concern the Corporate Sector Authority that Bonadan was nearly exhausted of all its natural resources — there

were thousands of other planets under control of the Authority, and all were available for plunder.

The largest spaceport on Bonadan was Southeast II. Although few buildings extended high above or far beneath the planet's surface, the spaceport took in a larger square area than most cities. Warehouses, docking bays, shipbuilding and refitting yards, ground transportation installations, and living and recreational facilities were available for the many thousands of aliens and humans who either lived at Southeast II or were visiting for business.

The Lambda crew brought their shuttle down for a quick landing and dropped off the disguised Mordak and Tix near Docking Bay 317. The two unarmed men watched as the Lambda rose away from the planet, leaving them to carry out their secret mission.

Nervously checking the time on his wrist chronometer, Officer Tix asked, "Do you know anything about our contact, sir?"

"No," General Mordak answered, scanning the passing alien and human pedestrians. "All I know is what Vader told us on his recording. We wait here at Docking Bay 317 until our mysterious contact finds us. The password is *dead battery*."

Tix tried to smile. The password seemed to unnerve him.

"Don't look so worried, Tix," Mordak sighed. "Just pretend we're waiting for an old friend."

Although Mordak would never admit it, he too was nervous. When he had enrolled at the Academy, Mordak had been a young man with dreams of adventures in space. He hated that many parts of the galaxy were lawless and out of control, ruled by criminals and alien tyrants.

At the Academy, Mordak had been told the Empire would restore order and bring peace to the galaxy. But ever since his mission to the Unknown Regions, where he'd seen Darth Vader kill Admiral Termo, Mordak was uncertain about the Empire's goals. It seemed the Empire was more interested in gaining power than making peace.

Mordak felt he should have been proud about his recent promotion to General. But the more he thought about the Imperial forces, the more he wondered whether he would ever get out of there alive.

Across the street, Mordak saw a pair of large, heavily armored men harassing a small alien. One man held the terrified alien by its long tail, dangling the creature over the street. Both men carried immense blaster rifles. They were Corporate Sector Authority security policemen, the only law in this area of space.

The policeman released his grip on the alien's tail. The small creature fell to the ground and scurried away, prompting the two brutes to laugh. Mordak was sickened by their wicked laughter but he felt relieved to see the little alien escape into the crowd. Mordak was so busy watching the alien that he didn't notice the thin man who approached Docking Bay 317.

The stranger wore a dark blue suit. Walking up to General Mordak and Officer Tix, he said, "Excuse me, gentlemen, but I was wondering if I could interest you in a used landspeeder?"

"Sorry, sir, but we're not interested," Mordak answered, returning his gaze to the pedestrians on the street.

"But it's a good landspeeder," the thin man persisted. "The only problem is it has a dead battery."



Hearing the password, Mordak and Tix exchanged surprised glances. Mordak said to the thin man, "Should we salute you? I regret we weren't told your name and rank."

"For security purposes, no names for now," the thin man cautioned. "I was ordered to collect vital equipment here on Bonadan and then meet you here. The equipment is now in this docking bay, guarded by twelve men. Now, I assume we're waiting for a freighter?"

"That's correct," Mordak replied. "But at this time, I don't know our next destination. When the freighter arrives, I must contact Darth —"

"No names!" the thin man hissed, his eyes darting as if looking for any nearby sensors. "You never know who might be listening in the Corporate Sector!"

"My apologies," Mordak offered. Although he still had no idea of the thin man's identity, he suspected the man was a high-ranking officer.

Suddenly, the roar of loud, powerful engines caused Mordak, Tix, and the stranger to look up. Above Docking Bay 317, an angular Corellian Action VI bulk freighter descended from the yellow skies. At a length of 125 meters, the ship was larger than Mordak had expected.

Walking toward the entrance to the docking bay, the three men prepared to meet the freighter crew. Stepping close to General Mordak, Officer Tix whispered, "Forgive me for asking, sir, but do you have *any* idea what sort of supplies we'll be transporting?"

"Like I said, I know as much as you, Tix," Mordak replied, careful not to let the mysterious man hear. "The Empire wants supplies, and Lord Vader doesn't want anyone else to find out about it. This mission is so secret, I



doubt even our comrades in that Corellian freighter know what they're doing!"

"Don't worry, sister," Solo assured Kar Lamoran as he adjusted her ship's controls. "I know *exactly* what I'm doing!"

Han Solo piloted Kar Lamoran's freighter over Bonadan Spaceport Southeast II. Dozens of other starships whisked through the air in orderly fashion, their flight paths monitored by Corporate Sector Authority security systems. The spaceport was spread out over many kilometers, covering the surface of Bonadan like a gigantic artificial scab.

Entering the captured Imperial coordinates into the freighter's nav computer, Solo guided Kar Lamoran's freighter to Docking Bay 317. Without the nav computer, it would have been nearly impossible to locate a specific docking bay among the busy, sprawling spaceport.

Docking Bay 317 was a wide rectangular port built into the ground. Bordered by a tall wall, the docking bay was just large enough to accommodate the large freighter. After landing the vehicle, Solo turned to Kar Lamoran and asked, "How did I do?"

"Just fine, hotshot," Lamoran answered. "Come on. Leia and Luke are waiting for us."

Climbing out of their seats, Lamoran and Solo left the bridge and rode the lift tube to the main hold. There, next to the *Millennium Falcon*, Luke and Leia stood beside Artoo and Threepio. The third droid, Q-7N, hovered in the air near Chewbacca. In their effort to resemble an ordinary freighter crew, the four humans were clad in filthy old flightsuits.

"Thank goodness, we've landed!" Threepio remarked. "I really *do* hate space travel!"

"Don't be too thankful, Goldenrod," Solo cautioned as he lowered the freighter's landing platform. "This mission isn't over yet. Now, here's the deal. We're impersonating disguised Imperial soldiers and we're here for some kind of pickup. When we step outside, we'll probably be dealing with Imperial agents. For all we know, they'll be disguised, too."

"What about Chewbacca?" Leia asked. "I mean, we can't exactly disguise a Wookiee. An Imperial crew would never allow a Wookiee on board!"

Turning to his tall copilot, Solo said, "Chewie, you'll have to stay here in the main hold. Better yet, stay inside the *Falcon*. Artoo and Q-7N will stay with you while we go outside." Chewbacca let out a rumbling whine. "This is no time to argue, Chewie! If any Imperials see you with us, our cover is blown!"

See-Threepio leaned forward. "Shall I hide on the *Millennium Falcon*, too, Master Solo?" the golden droid asked, his voice filled with hope.

"Nope," Solo replied. "For all we know, we could be greeted by aliens outside. If that happens, we'll need you to translate."

"Dear, oh, dear," Threepio muttered. "Sometimes I wish I weren't a protocol droid!"

After Chewbacca, Q-7N, and Artoo-Detoo scrambled into the *Millennium Falcon*, Solo turned to Luke, Leia, and Kar Lamoran. "Leave your weapons on board," Solo warned. "Believe me, none of you want to get arrested by the Corporate Sector Authority. But just so you know, I'm carrying

this." Solo held up a compact Luxan Penetrator, a small pistol known for its blast power.

"Are you out of your mind, Solo?" Leia exclaimed. "The Espos will arrest you for certain if they catch you with that!"

"Relax, your worriedness." Solo smiled as he pocketed the pistol. "I have no intention of firing it on Bonadan."

"Then what's it for?" Luke asked, clearly bewildered.

"You never know, kid." Solo grinned. "But it might make a nice gift!"

Before anyone could ask Solo to explain himself, the captain of the *Millennium Falcon* was already walking down Kar Lamoran's freighter's landing ramp and into the docking bay.

## CHAPTER THREE

In Docking Bay 317, General Mordak, Officer Tix, and their contact stood waiting at the bottom of the Corellian Action VI bulk freighter's landing ramp. Against the far wall of the docking bay, seven large freight containers were guarded by twelve hired thugs.

Walking down the large freighter's landing ramp, a tall, dark-haired man appeared. He was followed by two women and a young blond-haired man. In their old, grease-stained flightsuits, the four spacers appeared to be an ordinary freighter crew.

Following the humans, the sound of metallic footsteps clanked down the landing ramp. A golden protocol droid walked carefully down the sloped ramp until it came to a stop behind the four spacers.

The blue-suited thin man stepped forward toward the landing ramp. "I don't know what you were told," he addressed the spacers, "but for security purposes, I advise you not to mention any names. You're simply here to pick up seven freight containers."

"That's fine with us," the dark-haired male spacer answered, sounding slightly bored.

The thin man's gaze flicked across the other spacers. One of the women looked down at the docking bay floor, avoiding the stranger's gaze.

"Wait a minute!" the thin man snapped. Reaching out, he grabbed the woman by the chin, forcing her to lift her head. "Leia Organa?!" he exclaimed.

"What?" Mordak replied in disbelief. He had heard of



Princess Leia Organa and rumors of the Rebellion, but most Imperials refused to even discuss the Rebel threat.

Mordak was wondering what to do next when everything went out of control. Leia Organa punched the thin man in his face, knocking him into the dark-haired spacer. Outnumbered by the four spacers, Mordak and Tix each took a cautious step backward. On the far side of the docking bay, the twelve hired thugs ran from the freight containers and headed for the landing ramp.

"There's too many of 'em!" Han Solo shouted to his friends while shoving the stranger aside. "Run for the exit!" Without any weapons, Princess Leia, Luke Skywalker, Kar Lamoran, and See-Threepio raced after Solo, crossing the docking bay floor to the nearest doorway.

The twelve thugs reached the landing ramp as Mordak and Tix helped the stranger to his feet. "Get your hands off me, you useless cowards!" the mystery man scolded. "We have to stop them!"

The stranger led Mordak, Tix, and the twelve thugs through the docking bay exit and onto the street. As soon as they went out the door, loud alarms blasted and a mechanical voice warned, "Stop where you are! A weapon is detected! Don't move or you will be destroyed!"

Within seconds, the Espos arrived.

Hiding among the crowd across the street, Princess Leia, Luke Skywalker, Han Solo, Kar Lamoran, and See-Threepio watched as the Corporate Authority Sector security police descended on the men in front of Docking Bay 317. After searching all the men, the Espos grabbed the blue-suited thin man and yanked him aside.



"Looks like the Espos found a weapon on the man who recognized Leia!" Kar Lamoran observed.

"What they found was my Luxan Penetrator," Solo revealed. "When Leia belted the guy, he fell into me. It seemed like as good a time as any to drop the pistol into his pocket. I *told* you it would make a nice gift!"

"Who was the man that recognized you, Leia?" Luke asked as the Espos led the thin man away down the street.

"He's Frap Radicon, an Imperial engineer," Leia answered. "He worked with Grand Moff Tarkin and Bevel Lemelisk on the design of the Death Star. When I was still a member of the Senate, Radicon attended several meetings. As soon as I saw him, I knew we were in trouble."

"Dear, oh, dear," Threepio interrupted, "*The Millennium Falcon* is still on board Kar Lamoran's freighter. What do we do now?"

"The area is crawling with Espos," Solo muttered. "Chewie, Artoo, and Q-7N are hidden safely inside the *Falcon*. We can't risk going back to Docking Bay 317 until things settle down a bit."

"You mean, we should just wait?" Luke asked.

"That's exactly what I mean," Solo answered. "We wait. But we'll also try to find out what Frap Radicon was doing here on Bonadan!"

After the Espos led the thin man away, General Mordak ordered the twelve thugs to guard the outside of the Docking Bay 317.

Turning to Officer Tix, Mordak said, "We'd better contact Darth Vader."

Ducking into a nearby alley, Tix removed the Tramora

VDV-100 holo communicator from Mordak's backpack. One minute after entering a scrambled, coded signal, a small hologram of Darth Vader projected from the communicator.

"Are the supplies on board the freighter?" Vader asked.

"Not yet, Lord Vader," Mordak answered. "There was trouble. A group of Rebels were on board the freighter. The Rebels escaped and our contact has been arrested by the Corporate Sector Authority security police."

Far across the galaxy, at the starship yards of Fondor, Darth Vader fought to contain his rage. "Your contact's name is Frap Radicon. He is crucial to your mission. I will send someone to get Radicon away from the Corporate Sector Authority security police. You will pay 10,000 credits to Radicon's rescuer."

"What should we do in the meantime?" Mordak asked.

"Wait at the docking bay and load the cargo onto the freighter," Vader commanded. "Do not pursue the Rebels. Contact me after Radicon is rescued. Transmission ended!" Vader's hologram vanished.

"Who would Lord Vader send to Bonadan for such a dangerous mission?" Officer Tix pondered.

"Since the Empire wants to avoid revealing itself on Bonadan," General Mordak mused, "Vader will send an independent agent."

"Independent?" Tix echoed. "You mean a spy of some sort?"

"Not a spy, Tix," Mordak corrected. "Vader's sending a bounty hunter!"

**MISSION  
BRIEFING**



# MISSION BRIEFING

Before you proceed, you must consult the Mission Guide for the rules of the STAR WARS MISSIONS. You must follow these rules at all times.

This is a Bounty Hunter mission.

You are a bounty hunter hired by Darth Vader. Vader has directed you to go to the planet Bonadan in the Corporate Sector region of the galaxy. An Imperial engineer named Frap Radicon has been arrested by Espos — the Corporate Sector Authority security police — for carrying a weapon on Bonadan. Except for the Espos, no one is allowed to carry weapons on Bonadan. Frap Radicon was captured at Docking Bay 317 at Bonadan Spaceport Southeast II. Only the Espos know where Frap Radicon has been taken.

The Empire has a charter with the Corporate Sector, allowing the Corporate Sector Authority to control a large portion of the galaxy. Because of the charter, the Empire cannot send forces to Bonadan. If the Empire were to break the charter, the Corporate Sector would no longer provide valuable materials to the Imperial Navy. The Empire needs you to rescue Frap Radicon independently.

Bonadan is a densely populated factory world. You don't have any contacts on Bonadan or any idea where the Espos might have taken the Imperial engineer. Radicon has probably been thrown in prison. According to Darth Vader, the Empire will pay 50,000 credits to the bounty hunter who frees Frap Radicon and returns him to Docking Bay 317.



Your goal is to find Frap Radicon and help him escape from Bonadan. It won't be easy, but you are tempted by the bounty of 50,000 credits.

It is possible your character will be seriously injured and not survive this Mission. You must use Life Points to measure your life in the game. You begin the Mission with 3 Life Points. You will have the chance to add more Life Points as you find them in the Mission. If you run out of Life Points, you will have to subtract 200 MP from your MP total and begin the Mission over again as a different bounty hunter.

You start this mission with your MP total from your previous Mission (or 1000 MP if this is your first Mission).

Choose your character. You can take no more than three weapons (one weapon must be a Prax Protector) and three vehicles (one must be for space travel and another for land). You can use Power three times on this Mission.

Good luck.

**YOUR MISSION  
BOUNTY ON  
BONADAN**



YOUR MISSION  
IS OUR MISSION  
BONADAY

The planet Bonadan comes into view of your starship. Having just completed a mission for Jabba the Hutt, you were already in the Corporate Sector when you were contacted by Darth Vader.

For Jabba, your mission had been to interview a spice dealer on Bonadan's neighboring world Roonadan. Jabba the Hutt had suspected the spice dealer had been greedy, skimming from Jabba's profits.

It had been a messy assignment. Monitored by numerous weapon detectors, the spice dealer's headquarters had appeared impenetrable. Without a blaster or even a vibroblade, you had managed to enter the dealer's compound. After you had found Jabba's money, the fate of the dealer was determined.

You had been getting ready to leave Roonadan when Darth Vader contacted you. An Imperial engineer named Frap Radicon was captured by Espos for carrying a weapon on Bonadan. The Empire is willing to pay 50,000 credits to the bounty hunter who rescues the engineer and gets him out of the Corporate Sector.

It won't be easy to find Radicon or get him out of the Sector, but the reward makes it tempting. The 50,000 credit bounty isn't the only thing that appeals to you. After so many hunts across the galaxy, nothing pleases you more than a challenge.

Suddenly, a sleek starship comes screaming past your cruiser. You recognize the ship immediately. It belongs to another bounty hunter.

Broadcasting a message to your cruiser, the hunter's voice blares from your ship's comm unit. "I intercepted

Darth Vader's transmission to your ship!" the savage voice snarls. "I'm going after that bounty myself! If you know what's good for you, you'll leave Bonadan space."

Choose to threaten the bounty hunter, evade the bounty hunter, or combat his ship. If you choose to evade, choose to evade with or without Power.

**To threaten the bounty hunter:** Your  $\text{charm\#} + 1$  is your  $\text{confront\#}$ . Roll the 6-dice to tell the competitive bounty hunter what you'll do to his scrawny neck if he doesn't leave Bonadan immediately.

*If your  $\text{confront\#}$  is equal to or more than your  $\text{roll\#}$ , add the difference +9 to your MP total. Knowing he can't beat you, the spineless bounty hunter soars away from Bonadan. You may now proceed.*

*If your  $\text{confront\#}$  is less than your  $\text{roll\#}$ , subtract the difference from your MP total. Your threat only angers the other bounty hunter. Proceed to evade the bounty hunter without Power (below).*

**To evade the bounty hunter (using Power)\*:** Choose your Vehicle Evasion Power or your Confusion Power. Your  $\text{Power's low-resist\#} + \text{your stealth\#} + \text{your Power\#} + 1$  is your  $\text{confront\#}$ . Roll the 6-dice to make the bounty hunter hopelessly lost in space.

*If your  $\text{confront\#}$  is equal to or more than your  $\text{roll\#}$ , add the difference +8 to your MP total. Unable to pursue you or maintain a steady course, the bounty hunter's*



ship veers away from Bonadan and into space. You may now proceed.

*If your confront# is less than your roll#, subtract the difference from your MP total. Your concentration is broken by an O-shaped asteroid passing near your starship. Proceed to evade the bounty hunter without Power (below).*

**\*Note:** This counts as one of three Power uses you are allowed on this Mission.

**To evade the bounty hunter (without Power):** Choose your vehicle (it must be capable of space travel). Add your skill# to your vehicle's stealth# +5 for your confront#. Roll the 12-dice to pilot your vehicle through the center of a nearby O-shaped asteroid.

*If your confront# is equal to or more than your roll#, add the difference +8 to your MP total. You pass through the center of the asteroid, and the enemy hunter attempts to follow you. His vehicle's wings are too wide and he smashes into the asteroid. You may now proceed.*

*If your confront# is less than your roll#, subtract the difference from your MP total. Adjusting his controls, the bounty hunter soars through the center of the asteroid. You must proceed to combat him (below).*

**To combat the bounty hunter:** If you have not already done so, choose your vehicle (it must be capable of space

travel). Your skill# + your weaponry# + your vehicle's weaponry# +2 is your confront#. Roll the 12-dice to fire upon the enemy hunter.

*If your confront# is equal to or more than your roll#, add the difference +7 to your MP total. The enemy hunter's ship erupts into a fireball, scattering shrapnel against the stars. You may now proceed.*

*If your confront# is less than your roll#, subtract the difference from your MP total. You missed the shot and the enemy ship fires a blast at your vehicle. Subtract 1 Life Point from your Life Point total for your new Life Point total. Now add +1 to your confront# for your new confront#. Roll the 12-dice to fire another blast at the enemy hunter's ship.*

*If your new confront# is equal to or more than your roll#, add the difference to your MP total. The bounty hunter's ship is destroyed and you may now proceed.*

*If your new confront# is less than your roll#, subtract the difference from your MP total. Missing the target, you realign your vehicle's weapons to take another shot. Repeat this confront with your new confront# until you have fired upon the enemy ship. Once you have blown the bounty hunter's vehicle into space dust, you may proceed.*

Descending through Bonadan's stratosphere, you wonder how many more bounty hunters are on their way to the

Corporate Sector. If you're going to find Frap Radicon, you'd better do it fast.

According to your nav computer, Bonadan Spaceport Southeast II is the largest spaceport on the planet. Since Frap Radicon was last seen at Southeast II, the Corporate Sector Authority security police are probably checking every ship entering the spaceport.

Hoping to avoid an encounter with the Espos, you head for Bonadan Spaceport Northeast I. From there, you should be able to make your way to Southeast II without attracting attention from the Authority.

Flying low over the wastelands of Bonadan, you soon reach Spaceport Northeast I. Located near a phobium mine and transparisteel factory, the small spaceport appears old and shabby.

A single traffic control tower looms over the spaceport, monitoring transport ships as they make their deliveries and pickups to the Corporate Sector. A blaster cannon is mounted to the top of the tower, and two droids are visible within the transparisteel-lined viewing area.

Your comm unit squawks and an inhuman voice announces, "Bonadan Spaceport Northeast I traffic control to incoming starship. Identify yourself or you will be destroyed."

The voice obviously belongs to one of the droids in the tower. Security is tighter than you'd imagined. If the droids won't allow you to land, you will have to do something drastic.

Choose to talk your way past the traffic control droids, fire a blast at the tower, or make an emergency landing (with or without Power).

**To talk your way past the droids:** Your charm# +2 is your confront#. Roll the 6-dice to tell the droids you are an executive with the Corporate Sector Authority and you have an unscheduled meeting with their supervisor.

*If your confront# is equal to or more than your roll#, add the difference +5 to your MP total. Hoping you'll terminate their stupid supervisor, the droids gladly allow you to land. Descending into an oval-shaped docking bay, you may now proceed.*

*If your confront# is less than your roll#, subtract the difference from your MP total. Disbelieving your claim, the droids insist you provide today's diplomatic security passcode. Tired of dealing with the droids, you proceed to fire a blast at the tower (below).*

**To fire a blast at the tower:** Your vehicle's weaponry# + your weapon# is your confront#. Roll the 6-dice to shoot the main structural support of the tower.

*If your confront# is equal to or more than your roll#, add the difference +6 to your MP total. The structural support is vaporized and the tower collapses, exploding against the ground. Locating a convenient docking bay, you may now proceed.*

*If your confront# is less than your roll#, subtract the difference from your MP total. Your vehicle's weapons jam and the droids fire a blast that strikes your starboard engine. Smoke pours from your starboard engine, forcing you to make an emergency landing (below).*



**To make an emergency landing (using Power)\*:** C  
your Pilot Power. If your ship has been hit by a blast, you  
+ your Power's mid-resist# + your skill# is your confront#.  
If your ship has not been hit by a blast, your Power# +  
Power's mid-resist# + your skill# + your vehicle's stealth#  
is your confront#. Roll the 6-dice to land in a docking bay  
where the droids can't track you.

*If your confront# is equal to or more than your roll#, add  
the difference +10 to your MP total. You've made  
it down safely. The traffic droids can't see you, so you  
may now proceed.*

*If your confront# is less than your roll#, subtract the di  
fference from your MP total. You glide down at th  
wrong angle, and must pull up and try again — th  
time without Power (below).*

**\*Note:** This counts as one of three Power uses yo  
allowed on this Mission.

**To make an emergency landing (without Power)**  
skill# + your vehicle's stealth# +1 is your confront#. You  
angle your ship to a docking bay where the droids can't  
see you. If your ship has been hit by a blast, roll the 12-dice.  
If not, roll the 6-dice.

*If your confront# is equal to or more than your roll#, a  
the difference +6 to your MP total. Although the land  
ing was a bit rough, your ship is still in one piece. T  
traffic control droids have lost sight of your vehicle.  
You may now proceed.*



If your confront# is less than your roll#, subtract the difference from your MP total. Nearly crashing into the docking bay wall, your ship rises up at a dangerous angle over the spaceport. Add +2 to your confront# for your new confront#. Roll the 12-dice to try a different landing approach.

If your new confront# is equal to or more than your roll#, add the difference to your MP total. You successfully land your vehicle and foil the droids. You may now proceed.

If your new confront# is less than your roll#, subtract 15 MP from your MP total. You have put the crash into crash-landing — subtract 1 Life Point from your Life Point total. Injured, you may proceed.

Except for your ship, the docking bay appears to be empty. Grabbing your weapons, you head for the egress hatch and step out onto the landing ramp.

You have survived an attack from a competitive bounty hunter and landed on Bonadan. Add 30 MP to your MP total or 1 Life Point to your Life Point total (70 MP or 2 Life Points for Advanced Level players).

Your ship is equipped with a sophisticated security system. Tapping a button on your weapons belt, a powerful force field instantly surrounds your vehicle. The force field will prevent anyone from conducting a search or stealing your ship.

"Hey there!" a voice yells at you. Turning, you see a tall female step toward you. Clothed in a dusty leather uniform, a long cape hangs from her broad shoulders. "You call that a landing? Get your junky ship out of my docking bay before I call in the Espos!"

As the woman gets closer, you notice her cheeks are bulging. It looks as if she's trying to contain some squirming thing in her mouth. Instantly, you realize she is not a human at all. She is an Anzati.

Although they resemble humans, the Anzati are a deadly predator species with tubular appendages coiled in their cheek pockets. Anzati kill by uncoiling the appendages from their mouths and inserting the tubes into a victim's nostrils. The tubes pierce the victim's brain, allowing the Anzati to drink his or her blood.

For some reason you're not afraid of the alien — you just want to get rid of her. You also wonder if she might be willing to give her cape to you. Wearing a long cape would be a good way to hide your weapons from the eyes of any security police.

Choose to combat the Anzati or to persuade her not to contact the Espos. If you choose to persuade, choose to persuade with Power or without Power. If you choose to combat, choose to combat with or without a weapon. Whatever you choose, don't let the Anzati get too close to your nostrils.

**To persuade the Anzati not to contact the Espos (using Power)\*:** Choose your Perception Power, Hypnotism Power, or Deception Power. (One of its uses must be to alter the behavior of an enemy.) Your Power's mid-resist# + your charm# +

your Power# +1 is your confront#. Roll the 6-dice to convince the Anzati she should not contact the Corporate Sector Authority security police.

*If your confront# is equal to or more than your roll#, add the difference +3 to your MP total. Under the spell of your Power, the Anzati poses no threat to you or your ship. Borrowing the Anzati's cape from her shoulders, you may now proceed.*

*If your confront# is less than your roll#, subtract the difference from your MP total. The strong-willed Anzati is not persuaded. Proceed to combat the Anzati without a weapon (below).*

**\*Note:** This counts as one of three Power uses you are allowed on this Mission.

***To persuade the Anzati not to contact the Espos (without Power):*** Your charm# +1 is your confront#. Tell the Anzati you're on Bonadan to collect some money. If she watches your ship, you'll pay her 50 credits. Roll the 6-dice to get her response.

*If your confront# is equal to or more than your roll#, add the difference +4 to your MP total. The Anzati agrees to watch your ship and gives her cape to you as part of the deal. You may now proceed.*

*If your confront# is less than your roll#, subtract the difference from your MP total. Ignoring your financial offer, the Anzati's hungry eyes glance at your nostrils. Proceed to combat the Anzati, either with or without a weapon (below).*

**To combat the Anzati (with a weapon):** Choose your weapon. Your weaponry# + your weapon's close-range# is your confront#. Roll the 6-dice to stun the Anzati into submission.

*If your confront# is equal to or more than your roll#, add the difference +3 to your MP total. The Anzati is knocked unconscious. You steal her cape and proceed.*

*If your confront# is less than your roll#, subtract the difference from your MP total. Before you can fire, the Anzati knocks your weapon from your hand and leaps upon you. Pinning you to the docking bay floor, she opens her mouth and uncoils her bloodsucking appendages. If you are Boba Fett, your helmet prevents her appendages from entering your nostrils. If you are IG-88, you do not have any nostrils at all. If you are not Boba Fett or IG-88, subtract 1 Life Point from your Life Point total for your new Life Point total. If your new Life Point Total is 0 (zero), subtract 200 MP from your MP total and begin this Mission again as a different character. If your new Life Point total is 1 Life Point or more, you must proceed to combat the Anzati without a weapon (below).*

**To combat the Anzati (without a weapon):** Your strength# +7 is your confront#. Roll the 12-dice to throw a devastating uppercut to the Anzati's jaw.

*If your confront# is equal to or more than your roll#, add the difference +4 to your MP total. Your punch smashes the bloodsucking alien into the docking bay wall. Removing the cape from the unconscious Anzati, you may now proceed.*



If your confront# is less than your roll#, subtract the difference from your MP total. The Anzati is even stronger than you'd imagined. Add +1 to your confront# for your new confront#. Roll the 12-dice to throw another punch at the alien.

If your new confront# is equal to or more than your roll#, add the difference to your MP total. The Anzati's bloodsucking appendages are outside of her mouth when your fist strikes her jaw. After she lands unconscious on the docking bay floor, you grab the alien's cape and may now proceed.

If your new confront# is less than your roll#, subtract the difference from your MP total. The Anzati is putting up a mean fight. Repeat this confront with your new confront# until you have landed a punch. Once you have defeated her, you may proceed.

Draped around your shoulders, the Anzati's cape hangs almost to the ground. Knowing that your weapons are now concealed and your starship is safely parked, you exit the docking bay and hit the arid streets.

Numerous aliens and humans scurry around the busy spaceport. Many pedestrians are wearing air masks, avoiding the deadly toxins that fill Bonadan's poisoned atmosphere. Taking a deep breath, you decide you've inhaled worse and move on.

Nearly every business on Bonadan is equipped with a weapons detector or search-scan monitor. The Anzati's cape covers your weapons but will not prevent a scan. As a



landspeeder cruises down the street, you consider driving a vehicle to Spaceport Southeast II. The vehicle might protect you from some scanners, and you'll reach your destination faster.

Rounding a corner, you find a spaceport rental agency with several repulsorlift scooters and three swoops on the lot. One of the swoops is a sky slicer, a no-hands repulsorlift controlled entirely by the rider's balance, allowing the rider to surf through the air.

The rental agent is a green-skinned Rodian. The alien's purple eyes fix on you as you inspect the vehicles on his lot.

Choose to bargain for or steal a vehicle. You may bargain with or without Power.

**To bargain for a vehicle (without Power):** Your charm# + 1 is your confront#. Roll the 6-dice to get a good deal on a used land vehicle.

*If your confront# is equal to or more than your roll#, add the difference to your MP total. The Rodian gives you a good deal for the fastest vehicle on the lot. Climbing into the vehicle, you may now proceed.*

*If your confront# is less than your roll#, subtract the difference from your MP total. The Rodian realizes your credits are counterfeit. The angry alien threatens to call the Espos. Proceed to steal the vehicle of your choice.*

**To bargain for a vehicle (using Power)\*:** Choose your Bargain Power. Your Power# + your Power's mid-resist# + your charm# + 1 is your confront#. Roll the 6-dice to get a good deal on a used land vehicle.

If your confront# is equal to or more than your roll#, add the difference to your MP total. The Rodian gives you a good deal for the fastest vehicle on the lot. You climb into the vehicle, you may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. The Rodian isn't in the mood to bargain. If you want a vehicle, you have to steal one (below).

**\*Note:** This counts as one of three Power uses you are allowed on this Mission.

**To steal a vehicle:** Choose your vehicle (it must travel over land). Add your stealth# to your vehicle's stealth# +3 for your confront#. Roll the 12-dice to drive off with the fastest repulsorlift vehicle you can grab.

If your confront# is equal to or more than your roll#, add the difference to your MP total. Before the Rodian realizes what you've done, you're racing away from the rental lot with his best repulsorlift vehicle. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. You forgot to push the ignition button. Repeat the confront until you have stolen the repulsorlift vehicle, then you may proceed.

Roaring away from the rental agency, you swing the vehicle into the street. After a few blocks, the streets become more congested with traffic and pedestrians.

A wide, lifeless wasteland separates Spaceport Northeast I from Southeast II. In order to reach the wasteland, you'll have to get out of Northeast I first.

Your vehicle is capable of traveling at higher altitudes. Flying above the buildings might help you get away from Northeast I but would make you vulnerable to rooftop-mounted weapons sensors.

Your vehicle's compact nav computer provides you with another option. A dried-up riverbed stretches through Northeast I. A shortcut down a nearby alley will lead you to this route. It seems unlikely that the dead river would be monitored by many weapons sensors.

To get out of Spaceport Northeast I, choose to pilot your vehicle over the buildings, navigate through the crowded streets, or soar down the dried-up river route. Unless you have already chosen your vehicle, choose your vehicle now (it must travel over land).

**To pilot your vehicle over the buildings:** Add your skill# to your vehicle's stealth# +3 for your confront#. Roll the 12-dice to ascend into the air.

*If your confront# is equal to or more than your roll#, add the difference +15 to your MP total. Rocketing past the chimneys and comm sensor dishes, you swoop over the low-level buildings to the edge of the spaceport and may now proceed.*

*If your confront# is less than your roll#, subtract the difference from your MP total. Your engines strain and cough smoke, forcing you to return to the ground. Proceed to navigate through the crowded streets (below).*

**To navigate through the crowded streets:** Add your skill# to your vehicle's stealth# +2 for your confront#. Roll the 12-dice to dodge pedestrians and other vehicles until you exit the spaceport.

*If your confront# is equal to or more than your roll#, add the difference +17 to your MP total. Without causing a single traffic accident, you reach the outer limits of Northeast I. You may now proceed.*

*If your confront# is less than your roll#, subtract the difference from your MP total. Racing through a busy intersection without waiting for the signal, you slam into the back of an old landspeeder. Subtract 1 Life Point from your Life Point total for your new Life Point total. If your new Life Point Total is 0 (zero), you must subtract 200 MP from your MP total and begin this Mission again as a different character. If your new Life Point total is 1 Life Point or more, add +1 to your confront# for your new confront#. Roll the 12-dice to back up and drive around the old landspeeder.*

*If your new confront# is equal to or more than your roll#, add the difference to your MP total. Whipping around the landspeeder, you soon exit the spaceport. Reaching the wasteland, you may now proceed.*

*If your new confront# is less than your roll#, subtract the difference from your MP total. Although you've backed up your vehicle, you are unable to proceed through the congested streets. Proceed to soar down the dried-up river.*



**To soar down the dried-up river route:** Add your skill# + your vehicle's speed# + your vehicle's stealth# +2 for your confront#. Roll the 12-dice to angle your vehicle down into the long, narrow ditch that snakes through the spaceport.

*If your confront# is equal to or more than your roll#, add the difference +14 to your MP total. Coursing under several old bridges, the dusty canal leads you out of the spaceport and into the wasteland. You may now proceed.*

*If your confront# is less than your roll#, subtract the difference from your MP total. Your data pad was in error. A river still flows through Spaceport Northeast I, but it's made up entirely of liquefied toxic waste. Unable to rise back to the street level, you'll have to fly fast over the poison river. Subtract 1 from your confront# for your new confront#. Roll the 12-dice to speed as fast as you can over the toxic canal.*

*If your new confront# is equal to or more than your roll#, add the difference to your MP total. Holding your breath all the way, you follow the river to the outlet where it spills out of the spaceport. Reaching the less hazardous wasteland, you may now proceed.*

*If your new confront# is less than your roll#, subtract the difference from your MP total. Repeat this confront with your new confront# until you have followed the river's path out of the spaceport. Once you have reached the wasteland, you may proceed.*



Bonadan Spaceport Southeast II looms on the horizon. A thick yellow haze hangs over the city. Gunning the engine, you aim your vehicle for a straight run.

A warning light flashes on your vehicle's small sensor screen. Two swoop riders are flying in fast, following you from Northeast I.

Glancing over your shoulder, you see that one rider is a goggled, trunk-nosed Kubaz. The other is a reptilian Trandoshan. Both swoop riders appear to be carrying heavy chains, the preferred weapon of gang members on Bonadan. They probably want to steal your vehicle.

Realizing you're in for a rough ride, you remove your hand from the repulsorlift controls and quickly buckle your safety straps.

Choose to evade the swoop riders or combat them. If you choose to combat, choose to combat both at once or one at a time.

**To evade the two swoop riders:** Add your vehicle's speed# to your vehicle's distance# for your confront#. Roll the 6-dice to leave the alien outlaws in your dust.

*If your confront# is equal to or more than your roll#, add the difference +10 to your MP total. Blasting across the arid wasteland, you leave the aliens behind. You may now proceed.*

*If your confront# is less than your roll#, subtract the difference from your MP total. Flying brand-new swoops, the two aliens catch up to you within seconds. Proceed to combat both swoop riders at once.*

**To combat both swoop riders at once:** Your vehicle's stealth# + your skill# is your confront#. The two aliens zoom up on either side of your vehicle, preparing to ram you. Roll the 6-dice to hit the brakes.

*If your confront# is equal to or more than your roll#, add the difference +9 to your MP total. As your repulsorlift vehicle screeches to a dangerous stop, the two swoop riders collide into each other. The aliens and their vehicles roll and crash against the scorched earth. Revving your engine, you may now proceed.*

*If your confront# is less than your roll#, subtract the difference from your MP total. Avoiding a collision, the two aliens maneuver their swoops into twin loops, turning hard in your direction. You must proceed to combat one swoop rider at a time.*

**To combat one swoop rider at a time:** Choose your weapon. If you choose a hand-held weapon, your weapon's mid-range# + your weaponry# is your confront#. If you use your vehicle's weapon, your weaponry# + your vehicle's weaponry# is your confront#. Roll the 6-dice to attack the goggled Kubaz.

*If your confront# is equal to or more than your roll#, add the difference +8 to your MP total. Striking the Kubaz, you knock the alien right off his swoop's saddle. Repeat this confront to combat the Trandoshan. Once you have defeated both swoop riders, you may proceed.*

*If your confront# is less than your roll#, subtract the difference from your MP total. You missed your target.*

Add +1 to your confront# for your new confront#. Roll the 6-dice to try again.

*If your new confront# is equal to or more than your roll#, add the difference to your MP total. The blast strikes the alien's vehicle, sending him crashing against the hard, dry ground. If necessary, repeat this confront to combat the second swoop rider. When both aliens have been knocked from their vehicles, you may proceed.*

*If your new confront# is less than your roll#, subtract the difference from your MP total. Missed again. Repeat this confront with your new confront# until you have defeated the aliens. Once you have struck both swoop riders, you may proceed.*

The outer perimeter of Bonadan Spaceport Southeast II is bordered by a high wall, topped with laser wire. The Corporate Sector Authority has done a good job of managing traffic into the city. Posted signs warn of land mines and camouflaged laser cannons in the vicinity, discouraging you from piloting your vehicle over the wall.

You have escaped Bonadan Spaceport Northeast I and reached Southeast II. Add 60 MP to your MP total or 1 Life Point to your Life Point total (100 MP or 1 Life Point for Advanced Level players).

Swinging onto an access road, you soon reach a checkpoint staffed by two armored Corporate Sector Authority security policemen. Pulling up behind a green repulsorlift

transport, you wait your turn to pass through the checkpoint.

The transport is an old flatbed landspeeder, hovering 1.5 meters above the dusty street. On either side of the transport, twin pontoons dip down from the vehicle, nearly scraping the ground. Piloted by a froglike Rybet, the transport carries a load of scrap metal. An emergency fuel storage container hangs at the back of the flatbed.

At the checkpoint, a tough-looking Espo steps out of a transparisteel-lined booth and interrogates the pilot of the green transport. Another Espo remains in the booth, monitoring the weapons detector sensors as they scan the transport.

Weapons detectors are visible on either side of the booth. It seems that no one can get past the checkpoint without dealing with the Espos. With all your concealed weapons, entering the spaceport will not be easy.

Unlike Imperial stormtroopers, Espos are not faithful to any master. The Corporate Sector Authority police are corrupt goons. If the price is right, some Espos will accept credits to let criminals break the law.

Removing the emergency fuel storage container from the green transport, the Espos tell the Rybet he's not allowed to bring combustible material into the spaceport. The Rybet protests, explaining he might need the fuel for his return trip across the wasteland.

Stepping out of the transparisteel-lined booth, the other Espo leans close to the Rybet and threatens, "Either you leave the fuel tank with us or we arrest you for violating spaceport regulations!" The first Espo places the emergency fuel tank on the ground near the guard booth.



You happen to know the Espos are lying about the spaceport regulations. They just want the fuel for their own use.

Fearing an arrest, the Rybet has no choice but to comply. As his transport moves forward, you prepare to make your move.

Choose to evade the checkpoint, bribe the Espos, or neutralize the Espos. If you choose to evade, choose to evade with or without Power.

**To evade the checkpoint (using Power)\*:** Choose your Evasion Power or Camouflage Power. Your Power's mid-resist# + your Power# + your stealth# is your confront#. Roll the 6-dice to pass through the checkpoint unnoticed.

*If your confront# is equal to or more than your roll#, add the difference +20 to your MP total. Gliding past the checkpoint gate without drawing any attention from the Espos, you may proceed.*

*If your confront# is less than your roll#, subtract the difference from your MP total. Not so fast — the Espos stop you, and you must either bribe or neutralize them (below).*

**\*Note:** This counts as one of three Power uses you are allowed on this Mission.

**To evade the checkpoint (without Power):** Your vehicle's stealth# +1 is your confront#. Roll the 6-dice to fly forward, guiding your vehicle under the green transport's flatbed.



*If your confront# is equal to or more than your roll#, add the difference +20 to your MP total. Hidden by the green transport's pontoons, you move forward past the checkpoint. The Espos wonder what happened to the vehicle behind the green transport but you may now proceed.*

*If your confront# is less than your roll#, subtract the difference from your MP total. The green transport rises to an upper hover lane before you can hide under the transport's flatbed. The Espos fix their gaze on you. Proceed to bribe the Espos or neutralize them (below).*

**To bribe the Espos:** Your charm# +2 is your confront#. Roll the 12-dice to slip twenty-five credits to the Espos.

*If your confront# is equal to or more than your roll#, add the difference +18 to your MP total. Taking your twenty-five credits, the Espos wave you past the checkpoint. You may now proceed.*

*If your confront# is less than your roll#, subtract the difference from your MP total. The stupid security police don't know how to divide twenty-five credits in half. They turn greedy, insisting you pay twenty-five credits to each of them. You don't have that kind of money on you — proceed to neutralize the corrupt Espos (below).*

**To neutralize the Espos:** Choose your weapon. Your weapon's close-range# and your weaponry# is your confront#.

Roll the 6-dice to fire a blast at the emergency fuel tank that the Espos took from the green transport.

*If your confront# is equal to or more than your roll#, add the difference +15 to your MP total. The fuel tank explodes, smashing the Espos directly into the weapons sensors. Damaging the sensors, the two Espos are neutralized before they hit the ground. You may now proceed.*

*If your confront# is less than your roll#, subtract the difference from your MP total. You missed the shot. Subtract 1 from your confront# for your new confront#. Roll the 6-dice to fire another blast at the fuel tank.*

*If your new confront# is equal to or more than your roll#, add the difference to your MP total. The fuel tank explodes, neutralizing both Espos and destroying the weapons sensors. You may now proceed.*

*If your new confront# is less than your roll#, subtract the difference from your MP total. The fuel tank explodes — right in front of you! Subtract 1 Life Point from your Life Point total for your new Life Point total. If your new Life Point total is 0 (zero), you must subtract 200 MP from your MP total and begin this Mission again as a different character. If your new Life Point total is 1 or more, you peer from the wreckage and find the Espos and weapons sensors have been destroyed. Although you're not exactly in peak condition, you may now proceed.*

Compared with Bonadan Spaceport Northeast I, Southeast II is even more crowded and alive with activity. Looking up, you see landspeeders and other repulsorlift vehicles compensating for the crowds by flying at a higher elevation. Adjusting your controls, you pilot your vehicle up from the street and above the crowd.

You have passed the security checkpoint and entered Bonadan Spaceport Southeast II. Add 30 MP to your MP total or 1 Life Point to your Life Point total (50 MP or 1 Life Point for Advanced Level players).

"Warning!" a robotic voice hails. Looking to your left, you see a high roof-mounted weapons detector. Aiming an electroshock assembly in your direction, the detector proclaims, "You are carrying weapons! Surrender immediately and await your arrest!"

You must destroy or evade the weapons detector. Choose to shoot the weapons detector, ram the weapons detector with your vehicle, or leap away from your vehicle.

**To shoot the weapons detector:** Your vehicle's weaponry# +1 is your confront#. Roll the 6-dice to target the weapons detector.

*If your confront# is equal to or more than your roll#, add the difference +5 to your MP total. The weapons detector is destroyed, but your use of your vehicle's weapon has drained your battery. Abandoning your vehicle, you may now proceed.*

*If your confront# is less than your roll#, subtract the difference from your MP total. Your vehicle's weapon mis-*

fires. Proceed to ram the weapons detector with your vehicle (below).

**To ram the weapons detector:** Your vehicle's speed# +1 is your confront#. Roll the 6-dice to accelerate toward the roof-mounted sensor.

*If your confront# is equal to or more than your roll#, add the difference +4 to your MP total. The weapons detector is destroyed . . . but so is the front end of your vehicle. You must now abandon your vehicle and proceed.*

*If your confront# is less than your roll#, subtract the difference from your MP total. Your repulsorlift engine stalls and your vehicle is dead in the air. Before you are shot by the weapons detector's electroshock assembly, proceed to leap from your vehicle (below).*

**To leap away from your vehicle:** Your stealth# + your strength# +3 is your confront#. Roll the 12-dice to jump off your vehicle and down to the street below.

*If your confront# is equal to or more than your roll#, add the difference +2 to your MP total. You land safely on the ground and may now proceed.*

*If your confront# is less than your roll#, subtract the difference from your MP total. You forgot to unbuckle your safety straps. Add +2 to your confront# for your new confront#. Roll the 12-dice to unbuckle your safety straps and fall away from your vehicle.*



*If your new confront# is equal to or more than your roll#, add the difference to your MP total. Escaping a blast from the electroshock assembly, you land safely on the ground. You may now proceed.*

*If your new confront# is less than your roll#, subtract the difference from your MP total. The weapons detector's electroshock assembly hits you in the chest. Subtract 1 Life Point from your Life Point total for your new Life Point total. If your new Life Point Total is 0 (zero), you must subtract 200 MP from your MP total and begin this Mission again as a different character. If your new Life Point total is 1 Life Point or more, repeat this confront with your new confront# until you have fallen away from your vehicle. (Note: You can lose no more than 2 Life Points in this confront; if you are hit by the electroshock assembly more than twice, subtract only from your MP total.) Once you have landed on the ground, you may proceed.*

Your midair encounter with the weapons detector has drawn unwanted attention. Dozens of frightened pedestrians cautiously stare at you. Anticipating the quick response and arrival of an Espo squad, you push your way through the crowd and away from your crime scene.

Frap Radicon was probably taken to a Corporate Sector detention center. Stepping into an alley, you consult your data pad for a map of the Southeast II. The spaceport contains nine detention centers. Three detention centers are



within walking distance of Docking Bay 317, the last place anyone saw Radicon.

Hoping to avoid more weapons detectors, you run through the city's back streets and alleyways. You make your way to the Alien Quarter, the most dangerous part of town. Taking up several blocks, the Alien Quarter is known for its gambling dens and spacer bars. Although the Quarter falls under the watchful eye of the Corporate Sector Authority, even the brutal Espos use extreme caution when entering the area.

Reaching the Alien Quarter, you find bizarre creatures conducting business with brave, foolish tourists. Turning a corner, you find a large cantina named the Landing Zone. Because the bartender might be able to provide information about where the Espos might have taken an Imperial prisoner, you decide to enter the cantina.

Approaching the Landing Zone's entrance, you notice a weapons detector mounted over the door. Lucky for you, it has not yet aimed its sensors in your direction.

Choose to evade or misdirect the weapons detector.

**To evade the weapons detector:** Your stealth# +1 is your confront#. Roll the 6-dice to enter the Landing Zone through the back door.

*If your confront# is equal to or more than your roll#, add the difference +7 to your MP total. Just as you expected, the Landing Zone's back door does not have a weapons detector. You may now proceed.*

*If your confront# is less than your roll#, subtract the difference from your MP total. Much to your surprise, the*

Landing Zone's back door is also equipped with a weapons detector. Proceed to misdirect the weapons detector (below).

**To misdirect the weapons detector:** Your skill# +4 is your confront#. Roll the 12-dice to throw a small stone past the weapons detector's primary sensor.

*If your confront# is equal to or more than your roll#, add the difference +9 to your MP total. Sensing the small moving object, the detector's primary sensor tracks the stone through the air. While the detector is looking the other way, you enter the Landing Zone. You may now proceed.*

*If your confront# is less than your roll#, subtract the difference from your MP total. Repeat the confront until you have misdirected the weapons detector. Then you may proceed.*

Entering the Landing Zone, you find several aliens sitting at a corner table, quietly sipping flameouts and elba beer. The entire cantina and all its furnishings were made of scrap material taken from the spaceport salvage yards.

Standing at the bar, two Espos hassle the slab-shaped Sljee bartender, insisting that he serve them free drinks.

"But you're on duty!" the multi-tentacled Sljee protests.

"Just because we're in uniform doesn't mean we're on duty, ya stinking vermin!" the shorter Espo shouts. "For your information, we've been inspecting every bar in the Alien Quarter since noon! Now give us a couple of flame-

outs before my pal yanks those antennae out of your ugly head!"

This is a better opportunity than you'd expected. The two Espos appear to be intoxicated. Properly approached, they might provide a lot of useful information. As the trembling Sljee uses its tentacles to simultaneously prepare the drinks and retrieve two tall glasses, you step up to the bar.

To gain information from the Espos, choose to engage them in conversation or break the taller Espo's nose.

**To engage the two Espos in conversation:** Your charm# +1 is your confront#. Roll the 6-dice to ask the drunken Espos if they're the brave fellows who captured an Imperial criminal earlier that day.

*If your confront# is equal to or more than your roll#, add the difference to your MP total. Although these two Espos were not the arresting officers, they've heard about what happened at Docking Bay 317 and seem happy to tell you all the details. They inform you that the Imperial was taken to the Blue Level detention center. You may now proceed.*

*If your confront# is less than your roll#, subtract the difference from your MP total. The two Espos glare at you, wondering who the heck you think you are. Winding back your left arm, proceed to break the taller Espo's nose (below).*

**To break the taller Espo's nose:** Your strength# +2 is your confront#. Roll the 6-dice to smash your fist into the hulking Espo's face.

*If your confront# is equal to or more than your roll#, add the difference to your MP total. The taller Espo wails, covering his crushed nose with his hands. Fearing for his own safety, the shorter Espo tells you that the Imperial was taken to the Blue Level detention center. You may now proceed.*

*If your confront# is less than your roll#, subtract the difference from your MP total. While the taller Espo is temporarily distracted by the pain of his own broken nose, the shorter Espo reaches for his weapon. Add +4 to your confront# for your new confront#. Roll the 12-dice to drive your knee into the shorter Espo's stomach.*

*If your new confront# is equal to or more than your roll#, add the difference to your MP total. The shorter Espo gasps for breath, then tells you everything you want to know. You learn that the Imperial was brought to the Blue Level detention center. You may now proceed.*

*If your new confront# is less than your roll#, subtract the difference from your MP total. Repeat this confront with your new confront# until you have defeated the shorter Espo and made him talk. Once you learn the location of the captured Imperial, you may proceed.*

Having learned the possible location of the imprisoned Frap Radicon, you step away from the bar.

"Stop right there, scum!" the shorter Espo snarls. "The way you ask questions, I'm figuring you're a bounty hunter!"



You may have gotten some information from us, but you're not leaving this room alive!" Both Espos reach for their weapons.

Choose to escape from the Landing Zone or combat the two Espos. If you choose to combat, choose to combat both Espos at once, or one at a time.

**To escape from the Landing Zone:** Your stealth# +1 is your confront#. Roll the 6-dice to leap for the door.

*If your confront# is equal to or more than your roll#, add the difference +6 to your MP total. Running through the door, you hit the street before the intoxicated Espos can draw their weapons. You may now proceed.*

*If your confront# is less than your roll#, subtract the difference from your MP total. The doorway is blocked by a passing Hutt. You must proceed to combat both Espos at once (below).*

**To combat both Espos at once:** Your strength# +4 is your confront#. Roll the 12-dice to punch the taller Espo as hard as you can.

*If your confront# is equal to or more than your roll#, add the difference +10 to your MP total. Your knockout punch sends the taller Espo falling back onto the shorter Espo. Both Espos crash to the floor and you may now proceed.*

*If your confront# is less than your roll#, subtract the difference from your MP total. Before you can throw your*



punch, the shorter Espo kicks you. Proceed to combat the Espo one at a time (below).

**To combat the Espo one at a time:** Choose your weapon. Add your weaponry# to your weapon's close-range# +3 for your confront#. Roll the 12-dice to use your weapon against the taller Espo.

*If your confront# is equal to or more than your roll#, add the difference +5 to your MP total. The taller Espo crumples into a heap of armor on the Landing Zone's floor. Repeat this confront to combat the shorter Espo. When both Espo are neutralized, you may proceed.*

*If your confront# is less than your roll#, subtract the difference from your MP total. The Espo dodges and you miss him. Subtract 1 from your confront# for your new confront#. Roll the 12-dice to target your weapon on the Espo.*

*If your new confront# is equal to or more than your roll#, add the difference to your MP total. The Espo slams into the bar, then falls neutralized to the floor. If necessary, repeat this confront for the second Espo. When you have defeated both Espo, you may proceed.*

*If your new confront# is less than your roll#, subtract the difference from your MP total. Repeat this confront with your new confront# until both Corporate Sector Authority security policemen have*

been neutralized. After they have both fallen to the floor, you may proceed.

Leaving the Landing Zone, you head for the Blue Level detention center. Remembering the weapons detectors, you check your data pad to have another look at the map. The small viewscreen shows two alternate routes to Blue Level.

You have learned where the Espos are detaining Frap Radicon. Add 30 MP to your MP total or 1 Life Point to your Life Point total (50 MP or 1 Life Point for Advanced Level players).

An ancient overground monorail courses through the city. Looking up, you find the wide, rusty track stretching the length of the main street. According to your data pad, the monorail train is out of order. You should be able to run on the track without any danger. The track can be reached by a nearby stairway.

A vast network of underground sewers also connects the city. Glancing down to the sidewalk, you spy a triangular manhole cover. The manhole leads down into the sewer. Given Bonadan's polluted atmosphere, the smell below couldn't be *much* worse.

To reach Blue Level, choose to run on the monorail track with or without Power, or travel through the underground sewer system.

**To run on the monorail track (without Power):** Your skill# + your stealth# +2 is your confront#. Roll the 12-dice to step onto the old monorail track.

*If your confront# is equal to or more than your roll#, add the difference +6 to your MP total. Running along the track, you soon reach the Blue Level area. Descending the stairway from the monorail track, you may now proceed.*

*If your confront# is less than your roll#, subtract the difference from your MP total. The monorail is still in use and a magnetic train comes hurtling toward you! Leaping from the monorail track, you must proceed to travel through the sewer (below).*

**To run on the monorail track: (using Power)\*:** Choose your Balance Power. Your Power# + your Power's low-resist# + your skill# is your confront#. Roll the 6-dice to step onto the old monorail track.

*If your confront # is equal to or more than your roll#, add the difference +10 to your MP total. You run along the track, then down to the Blue Level area. You may now proceed.*

*If your confront# is less than your roll#, subtract the difference from your MP total. The monorail is still in use and a magnetic train comes hurtling toward you! Time to travel through the sewer (below).*

**\*Note:** This counts as one of three Power uses you are allowed on this Mission.

**To travel through the sewer:** Your stealth# +1 is your confront#. Roll the 6-dice to descend into the underground pipes.

*If your confront# is equal to or more than your roll#, add the difference +6 to your MP total. Your data pad alerts you when you reach the area below Blue Level. Climbing up a ladder, you emerge near the detention center. You may now proceed.*

*If your confront# is less than your roll#, subtract the difference from your MP total. Rising up from the murky sewer waters, a large dianoga wraps its tentacles around you. Add your strength# +2 to your confront# for your new confront#. Roll the 12-dice to battle the tentacled creature.*

*If your new confront# is equal to or more than your roll#, add the difference to your MP total. Punching the dianoga in its single eye, you manage to drive the creature away. You complete your journey through the sewer and may now proceed.*

*If your new confront# is less than your roll#, subtract the difference from your MP total. Repeat this confront with your new confront# until you have defeated the dianoga. After you have punched the creature, you reach the end of the sewer and may now proceed.*

Arriving at the Blue Level detention center, you find a squat, intimidating building. The detention center is two stories tall, without any windows. An external superstructure has dozens of air vents attached to the building's frame, but the vents are narrow. Even a Jawa would not be able to escape through the air vents.



The only way into the detention center appears to be a ground level entrance. Four heavily armored Espos guard the entry.

"Stay alert, men," one of the Espos shouts at the others. "We just got a report from the Landing Zone. Some crazy bounty hunter was asking about any Imperial prisoners on Bonadan. If the hunter is fool enough to try busting into Blue Level, we'll stop him in his tracks!"

Determined to enter the detention center, you consider your options. If you can cause a diversion, you might distract the four Espos from the main entrance. You could also try neutralizing all the Espos with a Class-A thermal detonator.

Since you are carrying so many illegal weapons, you could also surrender to the Espos. By surrendering, the Espos will likely escort you directly into the detention center. Although the Espos would surely remove your weapons, you are confident you would be able to get the weapons back.

Choose to distract the Espos by using Power, throw a thermal detonator, or surrender to the Espos. If you surrender, you must be prepared to set aside all your weapons cards except for your Prax Protector.

**To distract the Espos (using Power)\*:** Choose your Confusion Power. Your Power# + your stealth# + your Power's low-resist# is your confront#. Roll the 6-dice to make the security police think a prisoner has escaped into the sewer.

*If your confront# is equal to or more than your roll#, add the difference +10 to your MP total. The Espos run*



away from the front of the building in search of the escaped prisoner. You may now proceed to enter Blue Level.

*If your confront# is less than your roll#, subtract the difference from your MP total. Unaffected by your diversion, one of the thick-headed Espos spits at your feet. Proceed to throw a thermal detonator or surrender (below).*

**\*Note:** This counts as one of three Power uses you are allowed on this Mission.

**To throw a thermal detonator:** Choose your detonator. Your strength# + your skill# + your detonator's close-range# is your confront#. Roll the 12-dice to hurl the detonator at the four security policemen.

*If your confront# is equal to or more than your roll#, add the difference +8 to your MP total. The thermal detonator explodes, blasting the Espos away. You may now proceed.*

*If your confront# is less than your roll#, subtract the difference from your MP total. The thermal detonator was a dud. Subtract 1 from your confront# for your new confront#. Roll the 12-dice to toss another thermal detonator at the security police.*

*If your new confront# is equal to or more than your roll#, add the difference to your MP total. The second thermal detonator explodes, causing the first*

detonator to also blow up. All four Espos are neutralized, and you may now proceed.

*If your new confront# is less than your roll#, subtract the difference from your MP total. The second thermal detonator goes off before you have a chance to throw it away. Subtract 1 Life Point from your Life Point total for your new Life Point total. If your new Life Point total is 0 (zero), you must subtract 200 MP from your MP total and begin this Mission again as a different character. If your new Life Point total is 1 or more, your treacherous maneuver has scared the Espos away. You may proceed.*

**To surrender to the Espos:** Your charm# +1 is your confront#. Roll the 6-dice to walk up to the four security policemen and turn yourself in.

*If your confront# is equal to or more than your roll#, add the difference to your MP total. At first startled by your honesty, the four Espos take hold of you and remove your weapons. Overlooking your prax protector, they lead you into the Blue Level detention center and you may now proceed.*

*If your confront# is less than your roll#, subtract the difference from your MP total. The Espos are not convinced you are the bounty hunter who has caused so much trouble. Repeat this confront until they remove your weapons and escort you into the detention center, then you may proceed.*

If you defeated the Espos outside the detention center, you will find four more Espos waiting for you at an inside checkpoint. If you surrendered to the Espos, all four will escort you to an unmanned checkpoint. Either way, you will have to deal with four Espos when you enter the detention center.

Inside the detention center, you notice an energy storage container placed on the floor. The Espos must use it to siphon energy from confiscated weapons.

One of the four armored Espos has foolishly left an alien inmate's weapon at the checkpoint. You have never seen such a bizarre weapon before. The weapon looks like a cross between a missile tube and a broad-barrelled ionization blaster. Six buttons indicate what appear to be six different weapon settings.

You must get rid of the four security policemen. The captured alien's weapon is within your grasp. You've never fired such a weapon, but you think it might just be your ticket out of this mess.

To defeat the four Espos, choose to use the alien weapon or one of your own weapons. If you surrendered to the four Espos, you can only use the captured alien's weapon or your Prax Protector.

**To use the alien's weapon:** Roll the 6-dice to fire the weapon. The number you roll determines the multifunction weapon's setting.

*If you roll 1:* The first setting activates a loud warning blast. The Espos are merely surprised. Subtract 4 MP from your MP total and roll again.

*If you roll 2:* The second setting launches a net over the four Espos. Add 10 MP to your MP total. The security policemen are disabled and you may now proceed.

*If you roll 3:* The third setting fires a flechette missile. The missile explodes, shredding the four Espos. Add 9 MP to your MP total. They are neutralized and you may now proceed.

*If you roll 4:* The fourth setting fires a brilliant flash of light. Add 11 MP to your MP total. The Espos are blinded and you may now proceed.

*If you roll 5:* The fifth setting is jammed. Subtract 5 MP from your MP total and roll again.

*If you roll 6:* The sixth setting is the weapon's emergency deactivation switch. You have unintentionally drained the weapon of all its power. Subtract 7 MP from your MP total and proceed to use your own weapon (below).

**To use your own weapon:** Choose your weapon. If you surrendered to the four Espos, you can only use your prax protector. Add your weaponry# to your weapon's mid-range# +1 for your confront#. Roll the 12-dice to fire your weapon at an energy storage container.

*If your confront# is equal to or more than your roll#, add the difference +12 to your MP total. The energy storage container blows up, neutralizing all four Espos. You may now proceed.*



If your confront# is less than your roll#, subtract the difference from your MP total. You missed the energy storage container. Add +2 to your confront# for your new confront#. Roll the 12-dice to take another shot at the container.

If your new confront# is equal to or more than your roll#, add the difference to your MP total. The energy storage container explodes and neutralizes all four Espos. You may now proceed.

If your new confront# is less than your roll#, subtract the difference from your MP total. Repeat this confront with your new confront# until you have shot the energy storage container. Once you have destroyed the container, the Espos are neutralized and you may proceed.

If you surrendered to the Espos in order to enter the Blue Level detention center, the four Espos are now defeated. You may now retrieve all your weapons. You have penetrated the Blue Level detention center and neutralized numerous Espos. Add 60MP to your MP total or 2 Life Points to your Life Point total (90 MP or 2 Life Points for Advanced Level players).

Scanning the checkpoint console, you find no mention of Frap Radicon on the inmate log. According to the data entry, an unidentified human prisoner is being held in cell #1-K at the end of the hall. The prisoner was arrested at Docking Bay 317 for carrying a weapon. It *must* be Frap Radicon.



To open the door to cell #1-K, choose to kick the door down, blast the door open, or enter an access code into the checkpoint console.

**To kick the door down:** Your strength# +1 is your confront#. Roll the 6-dice to launch a powerful kick at the door.

*If your confront# is equal to or more than your roll#, add the difference to your MP total. Your foot crushes the door like cheap plastoid. You may now proceed.*

*If your confront# is less than your roll#, subtract the difference from your MP total. The door is thicker than you suspected. Proceed to blast the door open (below).*

**To blast the door open:** Choose your weapon. Add your weaponry# to your weapon's close-range# +2 for your confront#. Roll the 12-dice to blast your way through the door.

*If your confront# is equal to or more than your roll#, add the difference to your MP total. A broad, smoking hole appears in the center of the door and you may now proceed.*

*If your confront# is less than your roll#, subtract the difference from your MP total. The door is impervious to your weapon. Proceed to enter an access code into the checkpoint console (below).*

**To enter an access code into the checkpoint console:** Your skill# +1 is your confront#. Roll the 6-dice to enter the code and open the cell door.

If your confront# is equal to or more than your roll#, add the difference to your MP total. The cell door opens and you may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. You opened the wrong cell door. Fortunately, the cell is empty. Subtract 1 from your confront# for your new confront#. Roll the 6-dice to enter a different access code.

If your new confront# is equal to or more than your roll#, the door to cell #1-K opens and you may now proceed.

If your new confront# is less than your roll#, subtract the difference from your MP total. Repeat this confront with your new confront# until you have opened the door to cell #1-K. Once you have opened the correct door, you may proceed.

Inside cell #1-K, you find a thin man in a blue suit sitting on a narrow metal bench. "Frap Radicon?" you ask.

"Ha!" the thin man retorts. "You'll never get my name out of me!" You hate him immediately.

"Darth Vader sent me to rescue Frap Radicon," you convey. "If you're *not* Radicon, I'll fry you right here and now!"

"I'm Radicon!" the thin man confesses. "You've got to get me back to Docking Bay 317! It's not far from here!"

"We'll *walk* there," you stress. "No running. Running only attracts attention from Espos."

Maintaining your calm, you follow Frap Radicon out of

the detention center. "Docking Bay 317 is just around this corner," Radicon announces.

As soon as you turn the corner, loud alarms blast and a mechanical voice warns, "Stop where you are! A weapon is detected! Don't move or you will be destroyed!"

A nearby Espo hears the weapons detector and turns to face you. Standing at over two meters tall, the Espo is a towering menace. "Hold it right there, shorty!" the security policeman snarls.

Frap Radicon trembles at your side. "Can . . . can you stop him?" asks the Imperial engineer.

You can't collect the bounty unless you deliver Frap Radicon to the freighter within Docking Bay 317. You must eliminate this Espo.

To get rid of the hulking Espo, choose to evade or to combat him. If you choose evasion, choose to evade with or without Power.

**To evade the Espo (using Power)\*:** Choose your Evasion Power. Your Power's mid-resist# + your Power# + your stealth# is your confront#. Roll the 6-dice to force the Espo to look for you in the wrong direction.

*If your confront# is equal to or more than your roll#, add the difference +10 to your MP total. The Espo cannot find you anywhere and you may now proceed.*

*If your confront# is less than your roll#, subtract the difference from your MP total. The Espo's eyes lock on you. Unable to shake the security policeman's pursuit, proceed to combat the Espo (below).*

**\*Note:** This counts as one of three Power uses you are allowed on this Mission.

**To evade the Espo (without Power):** Your stealth# +5 is your confront#. Roll the 12-dice to run past the Espo faster than he can catch you.

*If your confront# is equal to or more than your roll#, add the difference +11 to your MP total. The Espo tries to run after you but his armor weighs him down. Within minutes, he tires and passes out. You may now proceed.*

*If your confront# is less than your roll#, subtract the difference from your MP total. The security policeman does not tire easily. Proceed to combat the Espo (below).*

**To combat the Espo:** Choose your weapon. Add your weaponry# to your weapon's mid-range# for your confront#. Roll the 6-dice.

*If your confront# is equal to or more than your roll#, add the difference +8 to your MP total. Your blast hits its mark and the Espo crashes to the ground like a felled tree. You may now proceed.*

*If your confront# is less than your roll#, subtract the difference from your MP total. Your blast barely dented the Espo's heavy armor. He raises his own weapon and fires at you, barely missing. Add +1 to your confront# for your new confront#. Roll the 6-dice to take another shot at the hulking Espo.*



*If your new confront# is equal to or more than your roll#, add the difference to your MP total. The Espo is neutralized and you may now proceed.*

*If your new confront# is less than your roll#, subtract the difference from your MP total. Subtract 1 Life Point from your Life Point total for your new Life Point total. If your new Life Point Total is 0 (zero), you must subtract 200 MP from your MP total and begin this Mission again as a different character. If your new Life Point total is 1 Life Point or more, repeat this confront with your new confront# until you have neutralized the Espo.*

Leaving the street, you push Frap Radicon through a side door into Docking Bay 317. Inside the docking bay, a large Corellian Action VI bulk freighter rests, guarded by a dozen thugs.

"What are you waiting for?" Radicon shouts at the hired thugs. "Are all the freight containers on board?"

"Yes, boss," one man answers. "We were just waitin' for you!"

Two young men appear at the freighter's landing ramp. Although they are disguised as traders, you suspect they're both Imperial officers. One of the two men approaches you.

"I'll inform Lord Vader of your work here," the man states as he hands you a bag of credits.

"You'd better," you answer. Before the man can say anything more, you're already out the door.



You have delivered Frap Radicon to Docking Bay 317 and collected the bounty. Add 250 MP to your MP total (400 MP for Advanced Level players).

It's a long way back to your vehicle at Bonadan Spaceport Northeast I. Bonadan cities are littered with weapons detectors and every active Espo on the planet wants you dead. Without any other work lined up, you are unsure how to proceed.

Remembering you have 50,000 credits, you head for the nearest cantina. Finding a seat at an unoccupied corner table, you order a flameout. Keeping your back to the wall and your eyes on the door, you wait for the bartender to make the drink.

Your mind wanders, wondering why Darth Vader wanted Frap Radicon freed from prison. It's best for bounty hunters not to ask such questions.

If you didn't know better, you'd swear that the man who just walked into the cantina was Han Solo. Looking at his grease-stained flightsuit, you decide it's just some dirty spacer. Too bad. You'd like to have a crack at Solo.

Someday.

**THE  
AFTER-  
MISSION**



While Kar Lamoran and See-Threepio watched Docking Bay 317, Luke Skywalker and Princess Leia Organa waited for Han Solo to emerge from a nearby cantina. Solo had hoped to get some kind of information about any Imperial activity on Bonadan.

"Did you find out anything about Frap Radicon?" Luke asked Solo as he stepped out of the cantina.

"Well, no one admitted to hearing anything about the Imperials," Solo answered. "But the bartender said he remembered hearing about a thin fellow — maybe Radicon — scouting for supplies from the shipyards."

Leia shuddered. "Frap Radicon worked closely with Grand Moff Tarkin. Remember Tarkin's plans for Delrakkin? Maybe Radicon was collecting equipment to build a device for the hyperspace experiment."

"That seems like a pretty wild guess, Leia," Solo commented.

Before Leia could respond, Threepio came clanking around the corner. "Dear, oh, dear!" the golden droid cried. "Please hurry! Frap Radicon has returned to the docking bay!"

After Frap Radicon and the cargo were safely aboard the large freighter, General Mordak used the holo communicator to contact Darth Vader. "We're prepared to leave Bonadan, Lord Vader," Mordak announced.

"Your destination is in the Unknown Regions," Vader proclaimed. "Return to the planet where we found Admiral Termo and Officer Tix. The planet is abandoned and ideal for our experiment."



"Yes, Lord Vader," Mordak answered as Vader's hologram switched off. Mordak wondered about the nature of the experiment. He would find out soon enough.

Turning to Officer Tix, Mordak commanded, "Set course for the Unknown Regions! We must return to the planet where Darth Vader killed Admiral Terno."

Officer Tix trembled as he adjusted the controls. Like General Mordak, Tix wasn't so certain of his future with the Empire.

The *Millennium Falcon* sat in the main hold of Kar Lamoran's freighter. Inside the *Falcon*, Chewbacca was becoming increasingly restless.

It had been some time since Han Solo, Luke Skywalker, Princess Leia, and Kar Lamoran had left the Action VI freighter and entered Docking Bay 317. Chewbacca, Artoo-Detoo, and Q-7N had been hiding within one of the *Falcon's* smuggling compartments the entire time.

"I'm sure everything is going fine," Q-7N whispered in the dark compartment, located under the *Falcon's* floor. "Our friends are probably just securing the cargo on board."

Growing even more worried and impatient, Chewbacca moaned.

Suddenly, the roar of engines could be heard outside the *Falcon*. The entire ship lurched at an angle, sending Artoo-Detoo smashing into Chewbacca. The Wookiee howled in pain, then reached up to the compartment's ceiling. Finding the handgrip, Chewbacca pushed the fake floor panel aside.

Artoo beeped loudly as Chewbacca lifted him out of the compartment. Q-7N flew out of the hiding place and hovered near the *Falcon's* main engineering console. "It's not the *Falcon* that's flying," Q-7N announced. "Kar Lamoran's ship is lifting, taking us with it!"

Chewbacca began barking at Artoo, slapping one hairy hand on top of the astromech's domed head while pointing at the communications console.

"I think Chewbacca wants you to find out where we're going, Artoo!" Q-7N suggested.

A panel opened on Artoo's drum-like body and he extended a retractable maintenance appendage, jacking it into the communications console. Another panel slid back on Artoo's domed head, allowing a periscopic scanner to rise.

From the street, the Rebels and Kar Lamoran watched helplessly as the Corellian Action VI bulk freighter lifted away from the spaceport.

"Stang!" Lamoran cursed. "Even though the Imperials didn't have any weapons, they had plenty of men! I couldn't do a blasted thing but watch them take my ship!"

"Your ship isn't the only one they took!" Solo reminded Lamoran, referring to the *Millennium Falcon* in the larger freighter's hold. "Even worse, they've got Chewie!"

"Do you think Chewbacca would have stayed hidden on the *Falcon*?" Leia asked.

"I don't know," Solo admitted.

"Oh, poor Artoo and Q-7N!" Threepio added, then cocked his head to the side. "Wait! My broadband antennae is pick-

ing up a transmission from Q-7N! Artoo-Detoo has managed to access Lamoran's nav computer from the *Millennium Falcon*! Artoo has learned the destination of Lamoran's freighter!"

"Where are the Imperials taking the cargo, Threepio?" Leia demanded. "Are they going to Delrakkin?"

"No! They're going to . . . the Unknown Regions! They're heading for Q-7N's homeworld!"

"But why?" Lamoran asked. "Somebody fill me in!"

"We think the Empire is going to conduct an experiment involving hyperspace," Leia confessed. "The Imperials wanted to build a gravity well projector, a device that could prevent enemy starships from escaping into hyperspace. At one point, the Empire was going to conduct the tests in the Delrakkin system, but it seems they've changed the location to the Unknown Regions. My guess is they're going to build their secret device on Q-7N's homeworld."

"We're wasting time!" Solo exclaimed. "If we're going to save our friends, we have to get another ship and go after that freighter."

"Rescuing our friends isn't our *only* concern!" Luke muttered. "If the Imperials assemble the device before we reach the Unknown Regions, the Empire might actually gain control of hyperspace! But how are we going to get off Bonadan?"

"In a starship, of course!" Solo said, rolling his eyes. "And I know just where to get one. Quick! Follow me!"

## **NEXT MISSION: TOTAL DESTRUCTION**

